



THIS REPORT CONTAINS SPECIAL NOTES (denoted by " ← LOOK ")

Date of Report: June 24, 2013

Issued To: Mr. Todd Entrekin, Sheriff
Sheriff's Office of Etowah County
827 Forrest Avenue Sheriff's Office
Gadsden, AL 35901

Issued By: Gaming Laboratories World Headquarters
Christine M. Gallo
Sr. Director of Technical Compliance & Quality Assurance
600 Airport Road, Lakewood, NJ 08701
(732) 942-3999
www.gaminglabs.com

Tested By: Gaming Laboratories World Headquarters
600 Airport Road, Lakewood, NJ 08701

Evaluation of: Game Certification in Accordance With County Requirements for One New Centurian Player Terminal, One New 91000VLT Recharge Station, One New "SilverLine Systems" Bingo Gaming System, One New "SilverLine Systems" Management System, One New Bingo Main Program, Eleven New Bingo Personality Programs and New Associated Software

GLI File Number: SY-303-SED-13-07

Standards Tested Against and the Test Results:

Standards Tested Against	Test Results
The six (6) factors as set out in <i>Cornerstone, supra</i> , and the May 16, 2011, Memorandum issued by Attorney General Strange	See the Observations Section on Pages 24-26
The Technical Standards Governing Legal Bingo in Etowah County, Alabama dated September 29, 2009 as well as the Second Resolution to the Technical Standards Governing Legal Bingo in Etowah County adopted on February 8, 2010.	Pass

THE RECIPIENT, BY ITS ACCEPTANCE OF THIS REPORT OR ANALYSIS, WILL BE DEEMED TO HAVE ACKNOWLEDGED AND AGREED TO ALL OF THE "TERMS AND CONDITIONS" SET FORTH BELOW. IF THE RECIPIENT DOES NOT AGREE TO ALL OF SUCH TERMS AND CONDITIONS, GLI WITHDRAWS THE CERTIFICATION PROVIDED OR ANALYSIS ESTABLISHED BY THIS REPORT AND THE RECIPIENT MUST IMMEDIATELY RETURN TO GLI ALL COPIES OF THIS REPORT AND MAKE NO REFERENCE TO THIS REPORT FOR ANY PURPOSE AT ANY TIME.



By the request of Todd Entrekin, Sheriff of Etowah County, Alabama, dated August 2, 2012, **Gaming Laboratories International, LLC** has performed a review of the “SilverLine Systems” Bingo Gaming System manufactured by Select Electronic Devices, Inc., pursuant to the six (6) factors as set out in *Cornerstone*, *supra*, and the May 16, 2011, Memorandum issued by Attorney General Strange, and the Technical Standards covering Legal Bingo in Etowah County, Alabama dated September 29, 2009 as well as the Second Resolution to the Technical Standards covering Legal Bingo in Etowah County adopted on February 8, 2010.

This report contains no statement or opinion as to the legality of this device if used in the state of Alabama or any other jurisdiction. Furthermore, no statement or opinion as to the classification of this game type is offered or implied within this report. The sole purpose of this report is to afford all parties informational details regarding the operation of the hardware and software as submitted by Select Electronic Devices, Inc.

SOFTWARE

Game Description:

"SilverLine Systems"

In the “SilverLine Systems Bingo Game”, players compete with other players in the game of bingo. The bingo gaming system requires a minimum of at least two players to compete in a bingo game in order for a game to be played. If play is attempted and at least two people are not available to play in the bingo game, the system will display a message reading “Not Enough Players” and prevent the bingo game from transpiring.

If at least two players press the on-screen or mechanical “PLAY” button within a specified amount of time, these players will be joined into the same bingo game, whereby they are receiving the same balls from the same ball draw announced by the game server. During this “game enrollment” period, the system waits for other players to press the “PLAY” button which will join those players into that same bingo game, thereby increasing the pool of competitors.

Each player uses a bingo card with spaces arranged in five columns and five rows, with an alphanumeric or similar designation assigned to each space. A single letter appears at the top of each column, successively labeled “B”, “I”, “N”, “G”, “O” from left to right.



Each space on the bingo card contains a unique numeric designation. The spaces in the column designated “B” can contain numbers in the range of 1 to 15. The spaces in the column designated “I” can contain numbers in the range of 16 to 30. In this fashion, the subsequent columns’ ranges are: “N” 31-45, “G” 46-60 and “O” 61-75. No two spaces on the bingo card can contain the same number. No players competing in the same game will ever receive the same card.

If a game is not actively being played, the player may manually choose a new bingo card by touching the current card, which will cause a new bingo card to appear for use in the ensuing game. If a bingo card is not manually chosen by the player, a new bingo card will automatically be distributed for each new game play.

The “SilverLine Systems” bingo game uses a separate game server application, to generate numeric outcomes for use in bingo play. The game server selects numbers, one at a time, from a pool of numbers in the range of 1 to 75. Each ball that is selected from the pool is then “announced” to the player by displaying the numeric designation of the ball in an area directly below the bingo card.

The game server will continue to select and announce balls until the first player (or players in the case of a tie) achieve an ending pattern. The game server will await confirmation from the terminal(s) that they received and displayed the last ball, and then delay a pre-configured ¼ second before continuing the ball draw. This ¼ second delay is intended to provide a player the ability to exercise any advantage the player may have during the ball draw as it relates to the ending pattern.

As soon as a player's pattern of marked spots on their bingo card corresponds with one of the predetermined set of patterns, referred to as “ending patterns”, the player is prompted to “DAUB” their interactive bingo card. The player must physically act to “DAUB” their interactive bingo card, which will mark matching spots. If a player fails to pay attention and properly “DAUB” their bingo card within the allotted time frame, they miss their opportunity to be declared the bingo winner.

Upon completing the daub action, the player must then physically act to “CLAIM” their ending pattern, announcing that they have completed an ending pattern before any other player does so. If a player fails to “CLAIM” their bingo card within the allotted time frame, or before any other player makes a successful claim, they miss their opportunity to be declared the bingo winner.



The first player to match, “DAUB”, and “CLAIM” the ending pattern is announced as the bingo winner to other players by a message that reads “Bingo Won by [bingo winner]”, where the bingo winner is identified by the unique alphanumeric identifier assigned to the player terminal. This message is displayed on every participating player’s screen. There is no monetary award associated with winning the bingo game.

If a player matches one of the predefined “interim prize patterns” within the first 20 balls announced, they are eligible to win the corresponding interim prize. After a player achieves the “ending pattern” or the “ending pattern” was won on a competing terminal, the player is prompted to “DAUB” each individual spot on their interactive bingo card, which corresponds to the winning interim prize pattern. After the winning pattern is daubed, the player must claim their prize, by pressing the “CLAIM” button displayed on the game screen, or the physical “PLAY” button. If the ending pattern has not yet been claimed, the player will be announced as the bingo winner to the competing terminals. If a player fails to “DAUB” or “CLAIM” their bingo card within the allotted time frame, they thereby miss their opportunity to win the corresponding interim prize.

The “SilverLine Systems” bingo game offers multiple game themes which can be selected by the patron. The game themes define the graphics displayed around the bingo cards, as well as the animations and graphics used for marking and prompting a player to “DAUB” the interactive bingo card. At no time are graphics related to any other type of game displayed (ie, video reels), regardless of the game theme selected. Each game theme is designated a paytable, which defines the interim patterns and their respective awards, as well as the wager amounts available for the specific game theme. All game themes share the predetermined ending patterns used for determining the bingo winner. The offered game themes include “Ragtime Riches”, “Spinball Bonus”, “Penny Express”, “Chili Madness”, “Gold Reef”, “Triple 777”, “Dream Weaver”, “Five Reel Frenzy”, “Taxi Time”, “Clover Fields”, and “Penny Lane”.

**Main Program Being Evaluated:**

ID Number	Version	Type	GLI Verify® CDCK Signature	GLI Verify® SHA-1 Signature
\\SilverLineSystems	3.03.44	4 GB Advantech Compact Flash	1D9A	4B6E0FCB932DD132B55C4BB CC3D28B6961324C6F

Please refer to the attached Main Program Specification sheet.

Main Program Game Percentages:

Paytable ID	Game Names	Hardcoded Denom.	Progressive Levels	Max Bet	Min. - Max. Percentage
26115	Clover Fields, Gold Reef	\$0.01	1	60	93.97 – 93.97
26116	Clover Fields, Gold Reef	\$0.01	1	120	94.78 – 94.78
26117	Clover Fields, Gold Reef	\$0.01	1	600	95.09 – 95.09
26015	Five Reel Frenzy, Ragtime Riches	\$0.01	1	60	93.93 – 93.93
26016	Five Reel Frenzy, Ragtime Riches	\$0.01	1	120	94.45 – 94.45
26017	Five Reel Frenzy, Ragtime Riches	\$0.01	1	600	94.86 – 94.86
15405	Penny Express	\$0.01	N/A	10	91.65 – 91.65
15046	Penny Express	\$0.01	N/A	20	92.22 – 92.22
15407	Penny Express	\$0.01	N/A	40	93.38 – 93.38
15408	Penny Express	\$0.01	3	80	94.61 – 94.61
15409	Penny Express	\$0.01	4	320	94.59 – 94.59



Paytable ID	Game Names	Hardcoded Denom.	Progressive Levels	Max Bet	Min. - Max. Percentage
15101	Penny Lane, Chili Madness, Dream Weaver	\$0.01	N/A	48	94.56 – 94.56
15102	Penny Lane, Chili Madness, Dream Weaver	\$0.01	3	320	94.69 – 94.69
26501	Spinball Bonus	\$0.01	1	1000	94.49 – 94.49
15505	Taxi Time	\$0.01	3	2500	95.19 – 95.19
16401	Triple 777	\$0.01	1	1000	92.63 – 92.63

Main Program Notes:

GLI Verify® v6.0 is an application developed by **Gaming Laboratories International, LLC** (GLI) to generate CDCK and SHA-1 signatures on files, folders, DVD, CD and Compact Flash media. GLI Verify® v6.0 can be downloaded from GLI's website at www.gaminglabs.com. Or contact GLI Compliance at 1-888-GLI-REGS (454-7347) or E-Mail at compliance@gaminglabs.com.

GLI Verify® - Verification Procedure:

1. Open GLI Verify®
2. Select the 'Directory' radio button
3. Choose the top directory for which a signature is being requested
4. If a different seed is needed, click the seed box and enter a new seed
5. If files of only a certain extension are to be signed, click the box for the extension. Then enter the file type extension using wild cards (i.e. *.c for C files only)
6. Click the "Verify" button
7. The current file being checked will be displayed in the window
8. The program will generate a CDCK and SHA-1 signature and display the results



Please note that RTP and volatility calculations were performed using predefined (hard coded in game software) progressive startup values and with zero as the increment rate. The game will not allow the hard-coded reset values to be configured differently than the specified values, although the progressive increment rates may be changed. For purposes of determining compliance, the average progressive awards are based on the hard-coded, progressive start-up values, an increment rate of zero and were used in our RTP and volatility calculations. Therefore, **Gaming Laboratories International, LLC**'s calculations of the RTP will vary from Select Electronic Devices Inc.'s calculations, and the actual return percentage of the game will, in all likelihood, be higher. If you would like the percentages re-calculated with the expected return based on your configuration, please contact our office.

LOOK

With respect to following factor as set out in *Cornerstone, supra*, and the May 16, 2011, Memorandum issued by Attorney General Strange, "The game of bingo contemplates a group activity in which multiple players compete against each other to be the first to properly mark a card with the predetermined winning pattern and announce that fact.", it was observed that there is no monetary award for winning the bingo game. The first player that properly marks their card with the predetermined ending pattern, and announces that fact is declared the winner of the bingo game, however, nothing of value is awarded to the player.

LOOK

The communications are performed by the main program. Please see the attached Information and Testing Results for each protocol.

SYSTEM

Overall System Description:

"SilverLine Systems" Bingo Gaming System

The "SilverLine Systems" Bingo Gaming System is a central server based system, which is designed to conduct and manage bingo games on participating terminals.



System Software Descriptions:

Game Server Application

The Game Server Application resides on an off-the-shelf computer where the Microsoft SQL Server database is stored. The Server.exe is the bingo game server application used for the "SilverLine Systems" Bingo Gaming System. The bingo game server is responsible for managing bingo games on participating player terminals, distributing bingo cards, generating and announcing the bingo ball draw to competing terminals, and the evaluation of the bingo game outcome. The bingo game server application evaluates each competing player terminal's bingo card against the bingo ball draw, transmits achieved interim patterns to the corresponding player terminal, announces the bingo game winner to all terminals for the first terminal which achieves, daubs and claims an ending pattern, and awards interim prizes to terminals which daubed and claimed an interim pattern. This application is responsible for collecting information and meter data from the player terminal for storage in the SQL database, and allows control commands to be sent to the connected player terminals.

The mfc71.dll, mfc71d.dll, and mfc71u.dll are the modules containing the Microsoft Foundation Classes (MFC) functions used by the game server application.

The msvc71.dll and msvc71d.dll are the modules belonging to the Microsoft C Runtime Library used by the game server application.

The msucr71.dll and msucr71d.dll are the modules containing standard C library functions such as printf, memcpy, and cos. It is a part of the Microsoft C Runtime Library, and used by the game server application.

The sqldmo.dll allows the joint functions of the Structured Query Language (SQL) and Distributed Management Objects (DMO) for management of the SQL Server. The sqldmo.dll allows SQL-DMO an OLE automation-compatibility to COM objects, and is used by the game server application.

BingoPatterns

The BingoPatterns database table defines all the bingo patterns, with their corresponding BingoWinAmountID. The schema defines the BingoPatterns table columns as PayTableID, BingoPayTableID, BingoWinAmountID, BingoPatternID, Pattern, Ending, Probability, and BallConstraint.



BingoWinAmounts

The BingoWinAmounts database table defines all the win amounts referenced by the BingoPatterns table. The schema defines the BingoWinAmounts table columns as PayTableID, BingoPayTableID, BingoWinAmountID, WinAmount, Probability, and Ending.

BingoWinAmountFeatures

The BingoWinAmountFeatures database table defines any applicable features correlating to a specified bingo pattern. The schema defines the BingoWinAmountFeatures table columns as PayTableID, BingoPaytableID, BingoWinAmountID, BingoPatternID, BingoFeatureID, FeaturePaytableID, and FeatureBingoPaytableID.

BingoFeatures

The BingoFeatures database table defines the available bonus features. The schema defines the BingoFeatures table columns as BingoFeatureID, FeatureDesc, FeatureNum1, FeatureNum2, and FeatureText.

BingoPayTables

The BingoPayTables database table defines the bingo paytables. The schema defines the BingoPayTables table columns as PayTableID, BingoPayTableID, BingoTypeID, BallConstraint, Description, and WinEnding.

Paytables

The Paytables database table defines progressive configurations and checksums for the paytables. The schema defines the Paytables table columns as PayTableID, JP1ProgName, JP1ProgBasePay, JP1ProgEnabled, JP1Prog#DigitsDisplayed, JP1ProgInclusionLevel, JP2ProgName, JP2ProgBasePay, JP2ProgEnabled, JP2Prog#DigitsDisplayed, JP2ProgInclusionLevel, JP3ProgName, JP3ProgBasePay, JP3ProgEnabled, JP3Prog#DigitsDisplayed, JP3ProgInclusionLevel, JP4ProgName, JP4ProgBasePay, JP4ProgEnabled, JP4Prog#DigitsDisplayed, JP4ProgInclusionLevel, JP5ProgName, JP5ProgBasePay, JP5ProgEnabled, JP5Prog#DigitsDisplayed, JP5ProgInclusionLevel, BingoTypeID, PayoutPercentage, HitRate, MainBingoPaytableID, ChecksumPatterns, ChecksumReelPositions, ChecksumWinAmounts, ChecksumFeatures, JP1PatternBase, JP2PatternBase, JP3PatternBase, JP4PatternBase, and JP5PatternBase.

SilverLine Systems Management System

The SilverLine Systems Management System is a multi-function integrated system that offers and supports the following modules:

Access Management

The Access Management module is responsible for the application system security, such as authentication and configuration of user access rights. Creation of employees, users and groups in the system are some of the tasks performed through the Access Management module.

Casino Parameters

The Casino Parameters module allows the casinos to customize local devices for their point-of sales (POS) workstations, configure ticket type expiration settings, manage printing options and set up cash management options. These parameters reflect the management policies of the casino.



Validation Station

The Validation Station module administers player account redemption. It is responsible for managing attendant shifts, managing cash flow including replenishments of cash and handles the payment of valid player accounts and jackpot awards. It also allows the user to create player accounts and search for jackpot awards in the system. This module also provides reports to detail current shift information.

Reports

The Reports module provides categorized management reports for tracking system transactions. The Reports module is grouped into the following categories: Ticket Reports, Accounting Reports, Progressive Controller Reports, Machine Reports, Promo Reports, and Cashless Reports. Each category contains a set of reports that presents detailed or summary information regarding the category.

SilverLine Systems Installation.msi

The SilverLine Systems Installation.msi is used for the installation, maintenance, and removal of the SilverLine Systems Management System

SilverLine Systems.exe

This executable is a windows program which launches the SilverLine Systems Management System.

CashDrawer.dll

This library provides functionality and communications between the Validation Station module of the Management System and the Cash Drawer.

CasinoParameters.dll

This library provides functionality for the Casino Parameters module of the Management System.



PrinterControl.dll

This library provides functionality and communications between the Validation Station module of the Management System and the Receipt Printer.

ProgramGlobals.dll

This library contains global information utilized across the different modules of the Management System.

RegistrySettings.dll

This library provides management of registry settings utilized by the Management System.

Reports.dll

This library provides functionality for the Reports module of the Management System.

Scanner.dll

This library provides functionality and communications between the Validation Station module of the Management System and the scanner.

TimeClock.dll

This library provides time synchronization for the Management System with the system database.

User Management.dll

This library provides functionality for the Access Management module of the Management System.

Validation Station.dll

This library provides functionality for the Validation Station module of the Management System.

ProgHistoryReport.rpt

This crystal report provides a reconciliation of all progressives controlled by the “SilverLine Systems” Bingo Gaming System for a specified date range. For each progressive, the report will display reconciliation information including the starting value and starting contribution, progressive wins and the contribution awarded, and ending value and ending contribution.

SoftMetersHistoryPerEPS-Detailed.rpt

This crystal report provides a detailed terminal meters for a specified time frame. This report is formatted into the following columns: Drop Date From, Drop Date To, Game Title, Cash In, Cash Out, Revenue, Cash Played, Cash Won, Profit, Avg Th. Payout, Actual Payout, and Variance. This report will return the above information for each drop period, grouped and totaled for each terminal and bank, with overall totals at the bottom of the report.

SoftMetersHistoryPerEPS-Summary.rpt

This crystal report provides a summary of terminal meters for a specified time frame. This report is formatted into the following columns: Drop Date From, Drop Date To, Game Title, Cash In, Cash Out, Revenue, Cash Played, Cash Won, Profit, Avg Th. Payout, Actual Payout, and Variance. This report is grouped and totaled for each terminal and bank, with overall totals at the bottom of the report.

SoftMetersPerEPS-CurrentDetailed.rpt

This crystal report provides terminal meters for their current drop period. This report is formatted into the following columns: Since Last Drop, Game Title, Cash In, Cash Out, Revenue, Cash Played, Cash Won, Profit, Avg Th. Payout, Actual Payout, and Variance. This report is totaled for each bank, with overall totals at the bottom of the report.

**System Software Evaluated:**Game Server Application

File Name	Version	Function	GLI Verify® CDCK Signature	GLI Verify® SHA-1 Signature
Server.exe①	8.03.04	Application Executable	64F4	EF3E308C564A511256E8CF E307AEB1D575443A1E
mfc71.dll①	N/A	Dynamic Link Library	435C	9A4FAA258B375E173FEAC A91A8BD920BAF1091EB
mfc71d.dll①	N/A	Dynamic Link Library	288C	927C54353E88ACCC04F508 2E0F0E4F4B3E475DBB
mfc71u.dll①	N/A	Dynamic Link Library	67F4	35243254A7236CCF5930813 64F46313163376869
msvcp71.dll①	N/A	Dynamic Link Library	0A7F	C8CCB04EEDAC821A13FA E314A2435192860C72B8
msvcp71d.dll①	N/A	Dynamic Link Library	9122	160F8414070F7B058F2E4D9 E7CF56F44B2883215
msvcr71.dll①	N/A	Dynamic Link Library	0F18	432DBCF54B6F1142058B413 A9D52668A2BDE011D
msvcr71d.dll①	N/A	Dynamic Link Library	4F81	68FB2078475FE7F1CAD47F E78091D4209C52FCC0
sqldmo.dll①	N/A	Dynamic Link Library	A521	F46C3FDB3A542B2B3C3567 19EFCEF6057DFA5B32
BingoPatterns②	N/A	Database Table	FA1F	21BA053DDFB8F54BB9C28 614EB2AB23D2487CE16
BingoWinAmounts②	N/A	Database Table	9B18	E7928895CD195FB642E75B5 EEB4A5FC4EB4458E9
BingoWinAmount Features②	N/A	Database Table	368D	DE32C425E8A0CDB97B0290 01DFD2587766982714
BingoFeatures②	N/A	Database Table	A2E8	9B406D48C1FDEBB272D43F 17780F5C6C28F547B5
BingoPayTables②	N/A	Database Table	9AB6	CFA6D6978E530F7CE5E543 2E1232BEEE3A702AC0
PayTables②	N/A	Database Table	2D39	FC26C023B160D8CC038405 6AB1E2F5776F8E5FD3

SilverLine Systems Management System

File Name	Version	Function	GLI Verify® CDCK Signature	GLI Verify® SHA-1 Signature
SilverLine Systems Installation.msi①	3.0.14	Windows Installer	AE29	29444EBE4DA3570DC092 69E78B0FDD02EFBE286C
SilverLine Systems.exe①	3.0.14	Application Executable	E175	450CA1452DDA0EED1BE 4C0AA0471D0519B86E187
CashDrawer.dll①	3.0.14	Dynamic Link Library	389B	FF6C603E13A995B2A76D F0E1DB4CC50E994EB93F
CasinoParameters.dll①	3.0.14	Dynamic Link Library	F161	04097C2DBF2938193C6C5 032937E8F5A49181EB3
PrinterControl.dll①	3.0.14	Dynamic Link Library	D9B2	A5A3B363B8C0BA15D869 02668987026E739AC1F1
ProgramGlobals.dll①	3.0.14	Dynamic Link Library	A4EB	E6B29032F543904276543B 71431B034ECEC1FB98
RegistrySettings.dll①	3.0.14	Dynamic Link Library	0635	ADC348D7F903E7DD66BD 9377C5341B39EEBA080E
Reports.dll①	3.0.14	Dynamic Link Library	C003	FE666A6F8A0EF6B31C9B8 A7F2F7E4BBAA662CC18
Scanner.dll①	3.0.14	Dynamic Link Library	3A88	206E70FE17E525E142CF7 E1FE2D9E56A2DEA6228
TimeClock.dll①	3.0.14	Dynamic Link Library	DF10	144467B014BD1F70C2981 F2E7C039EE845729ECE
User Management.dll①	3.0.14	Dynamic Link Library	A692	5CBD765D114C4AA85DA 524962A135C7A5486F479
Validation Station.dll①	3.0.14	Dynamic Link Library	302A	269744A7A019250DF44E5 9485395488787961BC7
ProgHistoryReport.rpt①	N/A	Crystal Report	698D	46CDEB2D3193139FCD27 91E947BD1058460D4A3A
SoftMetersHistoryPerEP S-Detailed.rpt①	N/A	Crystal Report	5491	7B373B569EC15504E80C6 7A56D7FDA5B90F0B3D0
SoftMetersHistoryPerEP S-Summary.rpt①	N/A	Crystal Report	2BEE	3ED0AE9033ADB5934D0B 54588A40B68F613081AE
SoftMetersPerEPS- CurrentDetailed.rpt①	N/A	Crystal Report	F205	CFF04C66E45A95506915B 2E74C9A7717B7913DB5

**System Software Notes:**

GLI Verify® v6.0 is an application developed by **Gaming Laboratories International, LLC** (GLI) to generate CDCK and SHA-1 signatures on files, folders, DVD, CD and Compact Flash media. GLI Verify® v6.0 can be downloaded from GLI's website at www.gaminglabs.com. Or contact GLI Compliance at 1-888-GLI-REGS (454-7347) or E-Mail at compliance@gaminglabs.com.

① GLI Verify® - Verification Procedure:

1. Select the 'File' radio button
2. Click on the folder icon to browse and specify the file you wish to signature
3. If a different seed is needed, click the seed box and enter a new seed
4. Click the "Verify" button
5. The program will generate a CDCK and SHA-1 signature and display the results

GLI Verify® v6.0 is an application developed by **Gaming Laboratories International, LLC** (GLI) to generate various signatures on files, folders, DVD, CD and Compact Flash media. GLI Verify® v6.0 can be downloaded from GLI's website at www.gaminglabs.com. Or contact GLI Compliance at 1-888-GLI-REGS (454-7347) or E-Mail at compliance@gaminglabs.com. Verification of the database tables requires the GLI Verify® 6.0 application be installed on the server where the database resides.

② GLI Verify® v6.0 - Verification Procedure:

1. Select the 'Device' option
2. Click the "Database" Device Method button
3. If prompted, select "Microsoft SQL Server" Data source and ".NET Framework Data provider for SQL Server" Data provider, and click the "OK" button.
4. Verify Data source is configured for "Microsoft SQL Server (SqlClient)". If this is not configured, click the "Change..." button and perform step 3.
5. Type "(local)" in the Server Name
6. Select the database name from the drop down menu
7. Click the "OK" button
8. Select the database tables to be verified and click the "Add Selected and Close" button.
9. Click the "Verify" button
10. The program will generate a CDCK and SHA-1 signature and display the results in the center window.



Please note the items evaluated in this report were tested as per the manufacturer's intended specifications for the configuration for the Etowah County market. The configuration of the field installed software must be verified to ensure the bingo system remains in compliance.

LOOK

Please note that due to the large number of non-critical files contained within the "SilverLine Systems" Bingo Gaming System, only those files deemed critical have been included on this certification report. A complete listing of all file signatures is available upon your request.

LOOK

This Report does not certify the SED, "SilverLine Systems" Bingo Gaming Platform or any of its components with regards to the use of AFT, EFT, bonuses, promotional credits, S2S communications, or any other functions not specifically documented herein.

LOOK

Associated Software Descriptions:

\SilverLineSystems v3.03.44 Recharge Station

The \SilverLineSystems Recharge Station software is installed on the 91000VLT Recharge Station. This software allows a patron to create a player account, and add funds to an existing player account. A player can select the "CREATE ACCOUNT" option, and insert financial instruments into the bill validator. The following bill denominations are supported by the software: \$1, \$5, \$10, \$20, \$50, and \$100. A receipt with the player account number is immediately printed, which reflects the player account number and initial account balance. The player can then continue to add bills, which will credit additional funds to their player account. A player can also select the "RECHARGE ACCOUNT" option. The player will be prompted to enter their player account number utilizing the touch screen display. Once logged into the re-charge station, the player can insert acceptable bill denominations into the bill validator, which will credit their player account. The player can select the "Logoff" option at any point to log off of the recharge station. If the recharge station has experienced inactivity for a predefined time period, the player is automatically logged off.

The \Scripts directory is stored on a separate CF card containing the Windows 7 Embedded operating system. This directory contains the verification mechanism and message digest of all software located on the compact flash which is executed by the game software, splash graphics which are displayed during the bootup process of the terminal, and a series of batch scripts which are executed to launch the game software.

Associated Software Being Evaluated:

ID Number	Version	Type	GLI Verify® CDCK Signature	GLI Verify® SHA-1 Signature
\SilverLineSystems	3.03.44 Recharge Station	4 GB Advantech Compact Flash	6F8B	4AB7A6A3946C5DE 069909EE3E6098154 EDBE4046

ID Number	Type	Function	GLI Verify® CDCK Signature	GLI Verify® SHA-1 Signature
\Scripts	8 GB Advantech Compact Flash	Batch Scripts	BA75	E5ED1B98B4051A6841733 CEB044E6B7E69391910

ID Number	Version	Function	Type	Start Address	Seed	CRC Signature
S(USA)-03-SW	SM- BDP04V001-16	Cash Code Bill Validator Software (Flash Version)	FILE(S)	N/A	N/A	N/A



ID Number	Version	Function	Type	Seed	CRC Signature
Paycheck 2	TRT-3.10G	FILE(S)	Nanoptix Paycheck 2 Software	N/A	N/A

Associated Software Notes:

GLI Verify® v6.0 is an application developed by **Gaming Laboratories International, LLC** (GLI) to generate CDCK and SHA-1 signatures on files, folders, DVD, CD and Compact Flash media. GLI Verify® v6.0 can be downloaded from GLI's website at www.gaminglabs.com. Or contact GLI Compliance at 1-888-GLI-REGS (454-7347) or E-Mail at compliance@gaminglabs.com.

GLI Verify® - Verification Procedure:

1. Open GLI Verify®
2. Select the 'Directory' radio button
3. Choose the top directory for which a signature is being requested
4. If a different seed is needed, click the seed box and enter a new seed
5. If files of only a certain extension are to be signed, click the box for the extension. Then enter the file type extension using wild cards (i.e. *.c for C files only)
6. Click the "Verify" button
7. The current file being checked will be displayed in the window
8. The program will generate a CDCK and SHA-1 signature and display the results

Please note, **Gaming Laboratories International, LLC** does not have the ability to verify the Cash Code bill validator software and Nanoptix Paycheck 2 software at this time. If you require additional details regarding this firmware, please contact our office.

LOOK



HARDWARE

Device Descriptions:

Centurian Upright Video Player Station

The Centurian Player Terminal is an upright machine for use with the Select Electronic Device's "SilverLine System" Bingo Gaming System. This machine consists of one base cabinet, which houses a single 19" LCD touch screen monitor, one top box, and a lower storage compartment area. The exterior of the cabinet has two key switches and access doors fitted with keyed locks.

The cabinet contains an Advantech Innocore logic board and communication board, which are located in a separately locked compartment in the interior of the machine. The interior of the machine can be accessed through the main door or belly door, each with its own separate lock. The top box and lower compartment areas can be accessed through their own separate doors and locks.

The attendant and supervisor key switches are located on the right side of the main cabinet. The front attendant key switch grants access to operator related functions on the machine which would typically be used by an attendant in the field. The rear supervisor key switch grants access to the aforementioned operator related functions, as well as supervisor options including access to system records and metering, the ability to clear period accounting meters, and confirming RAM Clears on the player terminal.



91000VLT Recharge Station

The 91000VLT Recharge Station is an upright machine for use with the Select Electronic Device's "SilverLine System" Bingo Gaming System. This machine consists of one base cabinet, which houses a single 19" LCD touch screen monitor, and a lower storage compartment area. The exterior of the cabinet has two key switches and access doors fitted with keyed locks.

The cabinet contains an Advantech Innocore logic board and communication board, which are located in a separately locked compartment in the interior of the machine. The interior of the machine can be accessed through the main door or belly door, each with its own separate lock. The top box and lower compartment areas can be accessed through their own separate doors and locks.

The attendant and supervisor key switches are located on the right side of the main cabinet. The front attendant key switch grants access to operator related functions on the machine which would typically be used by an attendant in the field. The rear supervisor key switch grants access to the aforementioned operator related functions, as well as supervisor options including access to system records and metering, the ability to clear period accounting meters, and confirming RAM Clears on the player terminal.

**Devices Being Evaluated:**

MODEL NUMBER	DESCRIPTION
Centurian	Upright Video Player Station
91000VLT	Recharge Station

The previously listed device utilizes the following hardware components:

Centurian

HARDWARE COMPONENT	PART NUMBER
Coin Acceptors	N/A
Bill Acceptors	N/A
Hopper	N/A
Printer	N/A
Video Processor Boards	N/A
Mother/Backplane/ Interface Boards	N/A
Logic/CPU/MPU Boards	Advantech-Innocore DPX-S425
Communication/I/O Board	Advantech-Innocore 80-1733
Touchscreen Boards	MicroTouch EXII 7720SC Rev. 3.0
Sound/Graphic Boards	N/A
Other Hardware:	
19" Wells-Gardner Electronics Corporation LCD Touch Screen Monitor	WGF1990-PDSS23F
iButton Dock	DALIBT-001
NVRAM Clear Key	NVK-001



The previously listed device utilizes the following hardware components:

91000VLT

HARDWARE COMPONENT	PART NUMBER
Coin Acceptors	N/A
Bill Acceptors^③	Cash Code: SM-2063
Hopper	N/A
Printer^③	Nanoptix: Paycheck 2
Video Processor Boards	N/A
Mother/Backplane/ Interface Boards	N/A
Logic/CPU/MPU Boards	Advantech-Innocore DPX-S425
Communication/I/O Board	Advantech-Innocore 80-1733
Touchscreen Boards	MicroTouch EXII 7720SC Rev. 3.0
Sound/Graphic Boards	N/A
Other Hardware:	
19" Wells-Gardner Electronics Corporation LCD Touch Screen Monitor	WGF1990-PDSS23F
iButton Dock	DALIBT-001
NVRAM Clear Key	NVK-001

③ = software dependent

Device Notes:

The previously listed machines are to be used in conjunction with the Select Electronic Devices Inc.'s "SilverLine Systems" Bingo Gaming System (being evaluated in this report).

The Laboratory has reviewed the electronic principles upon which the games are built; however, we do not warrant their electrical safety nor have an opinion upon their ability to pass both UL and FCC testing.

This certification is not intended to state that the components being evaluated in the report are RoHS compliant.

**Gaming Laboratories International, LLC (GLI) Observations.**

Gaming Laboratories International, LLC (GLI) was requested to evaluate this submission against the following factors as set out in *Cornerstone, supra*, and the May 16, 2011, Memorandum issued by Attorney General Strange.

1. Each player uses one or more cards with spaces arranged in five columns and five rows, with an alphanumeric or similar designation assigned to each space.

Gaming Laboratories International, LLC (GLI) observed that the bingo card used for game play and displayed to the patron has five columns and five rows with numeric designations assigned to each space.

Each player uses a bingo card with spaces arranged in five columns and five rows, with an alphanumeric or similar designation assigned to each space. A single letter appears at the top of each column, successively labeled “B”, “I”, “N”, “G”, “O” from left to right.

Each space on the bingo card contains a unique numeric designation. The spaces in the column designated “B” can contain numbers in the range of 1 to 15. The spaces in the column designated “I” can contain numbers in the range of 16 to 30. In this fashion, the subsequent columns’ ranges are: “N” 31-45, “G” 46-60 and “O” 61-75. No two spaces on the bingo card can contain the same number. No two players playing together will ever receive the same card.

2. Alphanumeric or similar designations are randomly drawn and announced one by one.

Gaming Laboratories International, LLC (GLI) observed the game server selects numbers, one at a time, from a pool of numbers in the range of 1 to 75. Each ball that is selected from the pool is then “announced” to the player by displaying the numeric designation of the ball in an area directly below the bingo card.



The random number generator used has been evaluated against the standard GLI Suite of mathematical tests for statistical randomness. The following tests have been evaluated and have shown no significant deviation from expected random behavior: Chi-Square, Runs, Serial Correlation and Interplay Correlation tests. In addition to the statistical suite, the Adjacency, Coupon Collectors, Duplicates, Overlaps, Permutation, Poisson Distribution, Total Distribution and Total Distribution by Columns tests were applied to the SED "SilverLine Systems" RNG for use on the "SilverLine Systems" Bingo Gaming System. These tests were applied using 95%, 98% and 99% confidence intervals. Our results indicate that the RNG is statistically random.

3. In order to play, each player must pay attention to the values announced; if one of the values matches a value on one or more of the player's cards, the player must physically act by marking his or her card accordingly.

Gaming Laboratories International, LLC (GLI) observed that the player is required to physically act to "DAUB" their bingo card in order to win the bingo game, or an interim pattern. The player must pay attention to their interactive bingo card to "DAUB" matching values, as prompted by the software. After a terminal has received and acknowledged the ball completing an ending pattern, the game server will delay for the pre-configured $\frac{1}{4}$ second before proceeding with the ball draw. This $\frac{1}{4}$ second delay is intended to provide a player the ability to exercise the advantage the player may have during the ball draw as it relates to the ending pattern.

4. A player can fail to pay proper attention or to properly mark his or her card, and thereby miss an opportunity to be declared a winner.

Gaming Laboratories International, LLC (GLI) observed that as soon as a player's pattern of matches on their bingo card corresponds with one of the predetermined set of patterns, referred to as "ending patterns", the player is prompted to "DAUB" their interactive bingo card. The player must physically act to "DAUB" their interactive bingo card, which will mark matching spots. If a player fails to pay proper attention and mark their bingo card within the allotted time frame, they miss their opportunity to be declared the bingo winner.

5. A player must recognize that his or her card has a "bingo," i.e., a predetermined pattern of matching values, and in turn announce to the other players and the announcer that this is the case before any other player does so.



Gaming Laboratories International, LLC (GLI) observed that the player must physically act to “CLAIM” their ending pattern, announcing to the game server and other players competing in the game, that they have completed an ending pattern before any other player does so. If a player fails to “CLAIM” their bingo card within the allotted time frame, or before any other player, they miss their opportunity to be declared the bingo winner.

6. The game of bingo contemplates a group activity in which multiple players compete against each other to be the first to properly mark a card with the predetermined winning pattern and announce that fact.

Gaming Laboratories International, LLC (GLI) observed that the bingo gaming system requires a minimum of at least 2 players to compete in a bingo game in order for a game to be played. If play is attempted and at least two people are not available to play in the bingo game, the system will display a message reading “Not Enough Players” and prevent the bingo game from transpiring. The first player to match, “DAUB”, and “CLAIM” the ending pattern is announced as the bingo winner to other players by a message that reads “Bingo Won by [bingo winner]”, where the bingo winner is identified by the unique alphanumeric identifier assigned to the player terminal. This message is displayed on every participating player’s screen. There is no monetary award associated with winning the bingo game.

Terms and Conditions:

This Report is issued solely for the benefit of the Recipient for the specific jurisdiction referenced in this Report, and may not be relied upon for any reason by any person or entity other than the Recipient including, but not necessarily limited to, the manufacturer and/or developer of the items (a “Third Party”) which are the subject of this Report, notwithstanding the fact that a copy of the Report may be delivered or otherwise made available to a Third Party. In this regard, the Recipient and any Third Party will be deemed to have acknowledged that nothing in this Report is intended to create, nor shall it be deemed or construed to create, any relationship between (a) **Gaming Laboratories International, LLC (GLI)** and the Recipient other than that of independent entities contracting with each other solely for the purpose of the preparation and submission of the Report; and (b) GLI and a Third Party. Neither GLI nor the Recipient, nor any of their respective employees or representatives, shall be construed to be an agent, employer or representative of the other.



The certification established by this Report applies exclusively to tests conducted using current and retrospective methods developed by **Gaming Laboratories International, LLC (GLI)** on the specific items submitted by the Manufacturer identified by the words “**Certification of:**” on the first page of this Report. It is the responsibility of the manufacturer and/or developer of the items submitted to apply for, obtain and maintain all necessary gaming licensure in each jurisdiction in which they do business, including state and tribal jurisdictions, where applicable. The Electrostatic Discharge Testing performed by GLI is intended only to simulate techniques observed in the field being used to attempt to disrupt the integrity of Electronic Gaming Devices. During the course of testing, GLI checks for marks, symbols or documents indicating that a device has undergone product safety or RoHS compliance testing, if required. GLI also performs a cursory review of information accompanying the items submitted, where possible and when provided, for evidence that the items have undergone compliance testing for Electromagnetic Interference (EMI), Radio Frequency Interference (RFI), Magnetic Interference, Liquid Spills, Power Fluctuations, Electrostatic Immunity, Electro Magnetic Compatibility and Environmental conditions. Compliance with any such regulations related to the aforementioned testing is the sole responsibility of the manufacturer and/or developer of the items submitted; GLI accepts no responsibility, makes no representations and disclaims any liability with respect to all such non-gaming testing. The test methods used, excluded tests, and actual data showing the test results are available to the Recipient upon written request.

All items identified in the “Certification of:” section on the first page of the report are considered certified as of the date shown in the “Date of Report:” section on the first page of the original GLI issued Report. All of the items are certified for use until such time notification is sent indicating that an item is no longer permitted to be used within the jurisdiction specified. Additional information regarding the validity of this certification can also be obtained via GLIAccess and/or the Evaluation and Certification Guide, which is available on the gaminglabs.com website. Use of the Certified Mark represents the users agreement to permit, allow and accommodate authorized representatives of GLI to perform a surveillance audit of the use of the Mark and to permit an authorized representative of the American Association of Laboratory Accreditation (A2LA) to perform a surveillance audit, at their discretion and at their expense, to confirm that the use of the Mark in no way implies that A2LA endorses or certifies any of the Marks, services or processes of the company, group or organization requesting the use of the GLI Certified Mark.



GLI WARRANTS TO THE RECIPIENT THAT ALL SERVICES PROVIDED BY GLI HEREUNDER HAVE BEEN PERFORMED IN ACCORDANCE WITH ESTABLISHED AND RECOGNIZED TESTING PROCEDURES AND WITH REASONABLE CARE IN ACCORDANCE WITH APPLICABLE LAWS. GLI DOES NOT MAKE, AND EXPRESSLY DISCLAIMS, ALL OTHER WARRANTIES OF ANY KIND, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY, SUITABILITY OR FITNESS FOR A PARTICULAR PURPOSE. GLI DOES NOT WARRANTY ANY TESTING OR RESULTS FROM A NON-GLI LABORATORY. WITHOUT LIMITING ANY OF THE FOREGOING, UNDER NO CIRCUMSTANCES SHOULD THE CERTIFICATION ESTABLISHED BY THIS REPORT BE CONSTRUED TO IMPLY ANY ENDORSEMENT OR WARRANTY REGARDING THE FUNCTIONALITY, QUALITY OR PERFORMANCE OF THE SUBJECT HARDWARE OR SOFTWARE, AND NO PERSON OR PARTY SHALL STATE OR IMPLY ANYTHING TO THE CONTRARY. THE LIABILITY AND OBLIGATIONS OF GLI HEREUNDER, AND THE REMEDY OF THE RECIPIENT, UNDER OR IN CONNECTION WITH THIS AGREEMENT SHALL BE LIMITED TO, AT GLI'S OPTION, REPLACEMENT OF THE SERVICES PROVIDED OR THE REFUND BY GLI OF ANY MONIES RECEIVED BY IT FOR THE SERVICES PROVIDED. IN NO EVENT SHALL GLI BE RESPONSIBLE TO THE RECIPIENT OR ANY THIRD PARTY FOR ANY CONSEQUENTIAL, INCIDENTAL, DIRECT, INDIRECT OR SPECIAL DAMAGES, INCLUDING WITHOUT LIMITATION DAMAGES FOR LOST PROFITS OR REVENUE, BUSINESS INTERRUPTION, OR PUNITIVE DAMAGES, EVEN IF GLI HAD BEEN ADVISED OF THE POTENTIAL FOR SUCH DAMAGES AND WHETHER SUCH DAMAGES ARISE IN CONTRACT, NEGLIGENCE, TORT, UNDER STATUTE, IN EQUITY, AT LAW OR OTHERWISE. ALL RIGHTS AND REMEDIES OF THIRD PARTIES RELATING TO PRODUCTS AND SERVICES THAT ARE THE SUBJECT OF THE CERTIFICATION ESTABLISHED BY THIS REPORT SHALL BE THE EXCLUSIVE RESPONSIBILITY OF THE RECIPIENT AND GLI EXPRESSLY DISCLAIMS ANY LIABILITY WHATSOEVER IN CONNECTION WITH SUCH THIRD PARTY RIGHTS AND REMEDIES. GLI AND THE RECIPIENT ACKNOWLEDGE AND AGREE THAT THE SERVICES PROVIDED BY GLI HEREUNDER COULD NOT BE RENDERED BY GLI UNDER THE TERMS PROVIDED HEREIN WITHOUT AN INCREASE IN COST IF GLI WAS REQUIRED TO PROVIDE ANY WARRANTIES IN ADDITION TO, OR IN LIEU OF, OR WAS REQUIRED TO ASSUME ANY LIABILITY IN EXCESS OF, THE FOREGOING.



If you should have any questions regarding this information, please feel free to contact our office.

Sincerely,
GAMING LABORATORIES INTERNATIONAL, LLC

Christine M. Gallo
Sr. Director of Technical Compliance & Quality Assurance

pz



Main Program Specification:

	Progressive					Features				Payout Medium			Valid Credit Issuance			
	Standalone (internal)	Link (internal)	Link (external)	Multi Site	Mystery (internal)	Mystery (external)	Multi-denom (more than 1 denom)	Tokenization	Double Up	Tournament	Coin (or token) Hopper	Printer Ticket Out	US Issued Currency out (Bill hopper)	Coin (or token) Comparator	Currency (via Bill Acceptor)	Printer Ticket In (via Bill Acceptor)
Main Program																
\\SilverLineSystems v3.03.44			X												X	

X = Supported

Please note that the ‘supported’ features may or may not have been tested within the laboratory setting. **Gaming Laboratories International, LLC** recommends phase II communication testing to be conducted by regulatory personnel with all associated equipment and/or systems. This will ensure proper game operation in the specific casino environment this program is being installed in.

Please note that the payout medium and valid credit issuance methods utilized by the “SilverLine Systems” Bingo Gaming System is by use of cashless transactions through player accounts. The 91000VLT and \\SilverLineSystems v3.03.44 Recharge Station software allows the player to create and add currency to their player account via the bill acceptor.